

STRATEGIC COMMAND

EUROPEAN THEATER



USER MANUAL

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I. OVERVIEW

INTRODUCTION

Total War is not a succession of mere episodes in a day or a week. It is a long drawn out and intricately planned business, and the longer it continues the heavier are the demands on the character of the men engaged in it.

– General George C. Marshall June 1941

Strategic Command – European Theater is WWII Grand Strategy at its best. As the supreme commander of the Axis or Allied forces, the player shapes the fates of the nations at war during the Second World War in Europe. Political options, research and upgrade of equipment, management of supply and resources and the strategic employment of one's armed forces are some of the keys to success. With limited phase restrictions and wide-open turns you are in complete control to try many different approaches and entertain just as many possible outcomes. The future of Europe and perhaps ultimate glory is in your hands.

GAME BASICS

SCALE

Each hex represents about 80 kilometres or 50 miles. Turns vary in length and are dependant on the time of year.

SEASON	TURN LENGTH
Summer	1 week
Fall, Spring	2 weeks
Winter	1 month

MAP LAYOUT

The map covers an area that stretches horizontally from the east coast of North America to the Ural Mountains in Russia, and vertically from just below the Arctic Circle to the North Coast of Africa.



Each of the major combatants is represented by a different colour on the map, essentially representing the territory controlled by that particular country. The colour scheme is as follows:

	United Kingdom & Allied Minor		Germany & Axis Minor
	France		Italy
	USA		Neutral Countries
	USSR		

SYMBOLS ON THE MAP

Each type of terrain or resource can have several different properties depending upon whether or not a unit is attacking or defending on that particular hex. Please refer to the *Terrain Values Table* for further detail on terrain values with respect to combat.

TERRAIN SYMBOLS



Forest



Marsh



Mountain

STRATEGIC RESOURCE SYMBOLS



City



Capital City



Fortification



Port



Oil



Mine

UNIT SYMBOLS



Head Quarters (HQ)



Rocket Detachment



Corps



Battleship



Army



Cruiser



Tank Group



Carrier



Air Fleet



Sub



Strategic Bombers



Transport

II. REFERENCE

GENERAL UNIT CHARACTERISTICS

The following table outlines the six basic characteristics for all units:

CHARACTERISTIC	MAX VALUE
Strength	10 (max 15)
Supply	10
Experience	4
Readiness*	Determined by Formula
Action Points**	Unit's AP Value
Entrenchment***	Terrain's Maximum Value

Refer to the **Unit Formulas section for further detail*

***Refer to the **Combat Target Values Table** for further detail on Action Points*

****This characteristic does not apply to naval units, since they cannot be entrenched*

Each unit type also has combat values for:

- Spotting
- Strike Range
- Soft Attack
- Tank Attack
- Air Attack
- Naval Attack
- Strategic Attack
- Soft Defence
- Tank Defence
- Air Defence
- Naval Defence

These values can be improved through research and development. Please refer to the *Research and Development* section for further details.

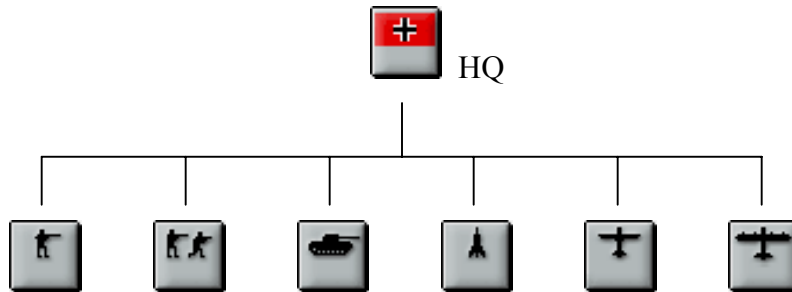
LAND UNITS

Land units are vital in defeating enemy land forces as well as in capturing enemy territory and resources. The effective use of land forces can be the difference between total

victory and bitter defeat. The following is a breakdown of the different land units found in the game.

HEADQUARTERS

Both land and air units are attached to an Army Group Commander specified by a Head Quarters (HQ) unit. This can be seen in the command breakdown diagram given below:



Note: Unit attachment to an HQ is limited to the five closest 'home' units that are within at least five hexes to an HQ. If there is more than one HQ in the area then the game will attempt to allocate attachment as best fits the above requirement.

Army Group Commanders are available in a pool at production time with a predetermined **commander rating**.

Examples:

ARMY GROUP COMMANDER	COMMANDER RATING
Rommel	8
Zhukov	8
Patton	7
Wavell	7

The higher the **commander rating** of an Army Group Commander, the higher the **readiness** value for all units attached to his HQ. Please refer to the *Unit Formulas* section for further detail on calculating combat readiness.

In addition to influencing the **readiness** of units under its command, HQ's can also pass on a **combat morale bonus** depending upon how well units perform in the field. Any unit that performs well when attached to an HQ will increase that HQ's command experience and subsequently increase their **combat morale bonus** at the same time. While if units under an HQ face some sort of disaster, then this HQ's command **experience** is reduced, in turn reducing the **combat morale bonuses** for all units under its command.

Although HQ's are administrative in nature and cannot attack, they can also increase a unit's **supply** value when extended from other supply resources. Please refer to the *Unit Supply Values Table* for further detail.

CORPS

Generally an operational unit, the standard Corps in the Second World War comprised of approximately 40,000 to 60,000 men.

ARMY

More of a strategic unit, armies were made up of one or more Corps plus any special attached formations and usually comprised of approximately 60,000 to 100,000 men.

TANK GROUPS

As a tactical unit, Tank Groups started the war comprising of one or more motorized Corps that also consisted of one or more Tank Divisions. Future developments of Tank Groups, notably in Germany led to larger more strategic formations such as the Tank or Panzer Armies.

ROCKET DETACHMENTS

Rocket units can be used to attack strategic resources as well as regular land, air or naval units. The key benefit of rocket detachments is that its attacks cannot be defended against, so rocket detachments can only lose strength points from direct attack by other units. This specialized unit's effectiveness is greatly increased through rocket research and development. Please refer to the *Research and Development* section for further detail.

Used as a strategic unit, rockets were developed primarily by Germany in the hopes of bringing decisive victory at a minimal cost. In the end though, rockets failed to play this decisive role due to their late introduction and the limited numbers available.

AIR UNITS

Air units can play an important role in pre-emptive strikes as well as in destroying an enemy's strategic assets.

AIR FLEETS

Air Fleets can be used to attack any valid land, air, or naval targets, while their strategic attacks are limited. Air Fleets are very useful when placed in the immediate vicinity of either tactical or strategic targets and will be automatically activated in a defensive role for all friendly units adjacent to them within their flight radius.

In general, Air Fleets were normally made up of fighter, tactical bomber, and transport wings all of which together comprised of the normal day to day air operations throughout the war.

STRATEGIC BOMBERS

Bombers can be used to attack any valid land, air, or naval units, but are very useful in attacking strategic resources. The bombing of enemy cities and other resource areas can reduce their operational strengths, which in turn reduces the overall number of MPP's collected at the end of an enemy's turn. Please refer to the *Military Production* section for further detail on the collection of military production points (MPP's).

As a strategic unit, bombers played an integral role in the Second World War. Most notably, the Allies' use of heavy bombers in the closing stages of the war severely hampered Germany's war machine and was instrumental to their eventual surrender.

NAVAL UNITS

Naval units can help control sea-lanes as well as perform shore bombardments preceding amphibious assaults.

BATTLESHIPS

Battleships can be used in regular naval combat as well as in shore bombardments. Shore bombardments can be commenced upon regular land or air units as well as strategic resources.

Prior to the Second World War, Battleships were considered by many nations as the pinnacle symbol of naval power, yet as the war progressed, these capital ships lost much of their lustre. In general, the advances in sub design and the effective use of aircraft carriers, particularly in the Pacific Theater, commanded a lot of rethinking with respect to the Battleships' role in modern warfare.

CRUISERS

Cruisers can be used in regular naval combat as well as in shore bombardments. Shore bombardments can be commenced upon regular land or air units as well as strategic resources.

The Battle Cruiser solved the dilemma of trying to balance speed and firepower in a capital ship. Battle Cruisers were often able to outgun most opponents, while being fast enough to escape any ship that out classed them.

CARRIERS

With an effective strike range, Carrier units can be extremely useful in advanced strikes upon land, air and other naval units.

The advent of Carriers marked the beginning of a new form of naval warfare. While effectively demonstrated in the Pacific Theater, aircraft Carriers did not have as great an impact in the European Theater due to the close proximity of most combatants.

SUBS

Subs can be used in regular naval combat as well as for disrupting Allied convoys in the North Atlantic and Mediterranean. Surface raiding by subs is covered in more detail under the *Special Rules* section.

Although Subs were instrumental in bringing about a premature end to the First World War, the Washington Treaties did not state any limitations on their design or numbers. This lack of restriction resulted in countries like Germany experimenting with new submarine designs and tactics. One notable development, the idea of a submarine *wolf pack*, was extremely successful in wreaking havoc on many allied convoys throughout the Second World War.

TRANSPORTS

Transports can be used to transport land units across fixed bodies of water. In terms of combat, transports are very weak since they cannot attack and their defence is very limited, yet their existence was essential to any campaign in the European Theater. Please refer to the *Game Play* section for further detail.

MILITARY PRODUCTION

Military Production Points (MPP's) are collected at the beginning of each round and are based on the number of cities, ports, mining sites and oil production areas currently owned or occupied by either the Axis or Allied sides. Only the following major countries will control their own production while all other countries will fall under either *Axis* or *Allied Minor* control.

- United Kingdom
- France
- USA
- USSR
- Germany
- Italy

In general, a country's production can only occur in those cities or ports that can trace a direct line of land hexes back to their **capital city**. For example, since the sea effectively cuts off London from the mainland, the United Kingdom could never build units in mainland Europe. Rather, they would have to build them in England first, and then transport them there if it was so required.

The following table outlines the conditions that determine the maximum operational strength value of a city or strategic resource:

CONDITION	MAX STRENGTH VALUE
In Direct Connection With Capital city	10
Cut Off From Capital City	5
Occupied City/Resource*	8
Cut Off And Occupied**	5

*Occupied cities or resources in the USSR will have a max strength = 5

**Cut off and occupied cities or resources in the USSR will have a max strength = 3

Strategic bombing, air attack, naval bombardment, or rocket attack can reduce the operational strength value of any valid strategic resource. This results in strength losses and directly affects the number of MPP's collected at the beginning of each round. Subsequently, for each turn that a strategic resource is not attacked, the operational strength for that strategic resource is increased by +1 point automatically up to their maximum attainable value. This simulates rebuilding and repair.

The following table outlines the MPP values assigned to strategic resources:

STRATEGIC RESOURCE	MPP VALUE
City	1 MPP * Operational Strength
Capital City	2 MPP * Operational Strength

Port	1 MPP * Operational Strength
Mining Site	2 MPP * Operational Strength
Oil Site	3 MPP * Operational Strength

The sum of these values for each type of strategic resource controlled will determine the total MPP's collected at the beginning of each round for each major country.

The following table outlines the production costs for each unit type:

UNIT	MILITARY PRODUCTION COST
HQ	350 + 15 * Rating
Corps	125
Army	250
Rocket Detachment	350
Tank Group	325
Air Fleet	400
Strategic Bombers	500
Battleship	600
Cruiser	500
Carrier	700
Sub	325

Research and development can improve the combat effectiveness of various units, but it will also result in an increase of the unit's overall production cost. The following formula reflects the cost of units for which applicable research levels have been achieved:

$$\text{Cost of Unit} = \text{Production Cost} + (10\% \text{ of Production Cost} * \# \text{ of applicable research levels})$$

Please see the *Research and Development* section for further detail on the various types of research available.

RESEARCH AND DEVELOPMENT

Only the *Axis and Allied Major* countries can conduct research and development. The following list of technologies is available for further research and development:

- Anti-Tank Weapons
- Heavy Tanks
- Anti-Aircraft Radar
- Long Range Aircraft
- Jet Aircraft
- Heavy Bombers
- Sonar
- Advanced Subs

- Gun Laying Radar
- Rockets
- Industrial Technology

Each research type has a maximum level of 5 and a maximum number of 5 research points that can be put against it. At the beginning of each turn, each research point has a 5% chance of returning the next level of research (so 5 research points in anti-tank research will give you a 25% chance per turn of getting the next level), so the more research points put against a particular type of research, the better the chances of achieving the next level. Each research point costs 250 MPP's and the total maximum research funding cannot exceed 2500 MPP's. Also, depending upon the type of research, a variety of results can be achieved with each new level. The following is a breakdown of the benefits for each type:

ANTI-TANK RESEARCH

Anti-tank research encompasses anti-tank guns as well as the later panzerfausts or bazookas developed by Germany and the USA respectively.

Each new level of anti-tank research increases the *tank defence* and *maximum strength* values for both Corps and Army units.

HEAVY TANK RESEARCH

Both the Axis and Allies put extensive research into developing the next generation of medium to heavy tanks. Some of the more notable heavy tanks of the war included Germany's *Tiger I & II*, and the USSR's *KV* series of tanks.

Each new level of heavy tank research increases the *tank attack*, *tank defence* and *maximum strength* values for Tank Groups.

ANTI-AIRCRAFT RADAR RESEARCH

This research provided both sides with a more effective defence from air attacks with improved detection and accuracy.

Every new level of anti-aircraft radar research improves the *air defence* values for all Strategic Resources. As an added bonus defending units located on these resources will also receive the anti-aircraft radar bonus when defending against air attacks.

LONG-RANGE AIRCRAFT RESEARCH

An essential development throughout the war years, long-range aircraft provided an effective means of attack and defence on almost every front. Notably, long-range aircraft enabled the Allies to finally close the air gap in the mid Atlantic as well as allow for the deep penetration into Axis held territory.

Every new level of long-range aircraft research increases the *spotting*, *action points*, and *strike range* values for both Air Fleets, and Strategic Bombers. Also, every new level of long-range aircraft research increases the *spotting*, *strike range*, and *maximum strength* values of Carriers.

JET AIRCRAFT RESEARCH

Jet aircraft, such as the ME 262 fighter and the Arado 234 bomber, both produced by Germany, shocked the Allied Air Commands in the closing stages of the war. Yet, production problems and limited numbers never truly allowed these aircraft to impact the course of the war. Nevertheless, many historians agree that had such aircraft been developed earlier, the outcome of the war could have ended much differently for the combined Allied forces.

Every new level of jet aircraft research improves the *air defence*, and *air attack* for both Air Fleets and Carriers, while the *air defence* value for Strategic Bombers is increased. In addition, the *maximum strength* value for Air Fleets is increased.

HEAVY BOMBER RESEARCH

As the Second World War came to an end, heavy bombers emerged as pivotal players in the role of disrupting supply lines and destroying vital factories and resources.

Every new level of heavy bomber research improves the *strategic attack* and *maximum strength* values for Strategic Bomber units.

SONAR RESEARCH

Sonar development was essential in defending from submarine attack, as well as submarine detection and destruction.

Every new level of sonar research improves the *naval defence* values of Battleships, Cruisers and Carriers when attacked by submarines.

ADVANCED SUB RESEARCH

Advances in sub design and technology allowed the German Navy to re-enter the Battle of the Atlantic in the later stages of the war. Most notably, the *snorkel* allowed German subs to remain submerged while recharging their batteries with their diesel engines. Again, these and other developments failed to have any serious impact on the course of the war due to production problems and dwindling resources as the war drew to a close.

Every new level of advanced sub research improves the *naval attack* and *maximum strength* values for submarines. Also, submarines in general have a 25% chance of successfully diving from either naval or air attack, but with each new level of advanced sub research, this percentage improves by +5%.

GUN LAYING RADAR RESEARCH

Both the Axis and Allied navies experimented with various types of radar to improve the accuracy of their big guns for naval combat.

Every new level of gun laying radar research improves the *naval attack*, *naval defence* and *maximum strength* values for both Battleships and Cruisers.

ROCKET RESEARCH

Both sides worked on developing various types of surface-to-air, surface-to-surface, air-to-surface, and air-to-air rocket technology. Some of the most notable rocket developments of the war were the V-1 and V-2 rockets developed by Germany. While the V-1 became more of a nuisance to the Allies, the V-2 presented a potentially serious threat. Luckily for the Allies the V-2 program suffered from many of the common problems Germany faced in the later stages of the war, material and fuel shortages, as well as disrupted production.

Every level of rocket research improves the *attack values* and *strike range* for all Rocket Detachments.

INDUSTRIAL TECHNOLOGY RESEARCH

In general, the penalty for attaining new levels for any of the above research results in a production cost increase of 10% for the unit(s) it applies to. Thus, to offset this penalty, developing industrial technology improves the capacity and development time of war production and materials.

Every new level of industrial technology decreases the cost of production for each unit by 10%.

POLITICS

THE MAJOR COMBATANTS

The following political options will be available:

- **Random** – Randomly enter the war within a historical context
- **Neutral** – Remain neutral throughout the war
- **Historical** – Enter the war at the historical time

Note: For Russia, the Historical option is not available since they did not enter the war until Germany invaded in June of 1941.

An important note on the **random** option with respect to the major countries is that it is greatly affected by the game play of either the Axis or Allied side. Aggressive game play by the Axis for example, may be rewarded with an early entry to the war by Italy, yet, overly rampant aggression may backfire since the USSR and/or the US could enter the war earlier than expected on the Allied side. While on the other hand, if playing as the Allies, aggressive declarations of war may also backfire with the US delaying its entry into the war.

The **neutral** and **historical** options will play as expected regardless of how the Axis or Allied sides choose to conduct the war.

MINOR COMBATANTS

All other countries in the European Theater are treated as neutral until attacked by either the Axis or Allied side, but for the historical Axis and Allied minor countries like Canada, Hungary, Romania, Yugoslavia etc., they also include the same three political options for **randomness**, **neutrality** or **historical** entry. Once again it will be the random option that can create many new ‘what if?’ situations within a historical context for the game. Expect to see countries such as Spain or Turkey, both with close ties to Germany, to join the Axis side if the UK is sufficiently knocked out of the war, or perhaps Hungary and Romania may not join the Axis Alliance if Germany attacks its fascist ally Spain. These and many other ‘what if’ outcomes are all possible when playing in the Axis/Allied Minor random mode.

UNIT FORMULAS

The following formulas cover the calculation of the six general unit characteristics.

READINESS, SUPPLY AND ACTION POINTS

Supply is determined by a unit's distance from its nearest supply source and can have a maximum value of 10 and a minimum value of 0. Detailed supply values can be determined by referencing the unit *Supply Values Table*.

In general, factors that affect any unit's supply are:

- Movement – which reduces efficiency and/or causes minor troop attrition
- Distance – from a valid supply source. These are supply ports for naval units, while Army Group HQ's or friendly cities supply land or air units.

The following Tables covers the **action point** penalties whenever any unit is extended away from its nearest supply source:

UNIT'S SUPPLY VALUE	ACTION POINT VALUE
<= 10 and > 5	unit's maximum value
<= 5 and > 0	unit's maximum value - 1
0	ceiling (unit's maximum value / 2)

As given above, whenever a unit is moved, supply can either be increased or decreased depending on the new distance from its nearest supply source. When we factor this supply value in with the unit's **strength** and **command rating** (given by the nearest HQ) we can determine a unit's **readiness** for combat. Thus, **readiness** can be described by the following formula for land and/or air units:

$$\text{Readiness} = (\text{supply} + \text{strength} + \text{command rating} + \text{combat morale bonus}) / 3$$

A unit's **command rating** is the value retrieved from the nearest Army Group Operational Commander or HQ. Since a land or air unit can be attached to an HQ, the selection of a well-qualified commander for an HQ unit at production time can increase a unit's **readiness** as given by the above formula. Also, an HQ's experience from combat leadership can be passed down to all units under its command as a **combat morale bonus**. Further detail on an HQ's **command rating**, and applicable **combat morale bonuses** is discussed in the *Land Units* section.

Since naval units and strategic resources are not attached to an HQ, their readiness is determined by the following modified formula:

$$\text{Readiness} = (\text{supply} + 2 * \text{strength}) / 3$$

STRENGTH

Combat essentially determines a unit's strength losses and the following formulas determine these losses for units involved in either attack or defence sequences. First we need to establish a combat multiplier based on a unit's readiness that will give us the percentage of a unit's attack or defence capabilities. The combat multiplier is therefore:

$$\text{Multiplier} = \text{readiness} / 10$$

The combat formulas that determine a unit's strength losses is as follows:

$$\text{Attacker Losses} = \text{defender_multiplier} * (\text{defend_type_value} + \text{defender_experience} / 2) - \text{attacker_multiplier} * \text{attacker_experience} / 2$$

$$\text{Defender Losses} = \text{attacker_multiplier} * (\text{attack_type_value} + \text{attacker_experience} / 2) - (\text{defender_multiplier} * (\text{defender_experience} / 2 + \text{defender_entrenchment} + \text{defence_bonuses}))$$

*Note: Attack or defend types are listed in the **Combat Target Values Table**, and can be of various types depending upon the units involved in combat. Defence bonuses are determined by terrain and are outlined in the **Terrain Values Table**. In the case of negative values returned by these formulas, the results are then returned as 0.*

When calculating some combat losses there are a couple of considerations that must be made and thus the above formulas have been adjusted internally to take into account the following:

- HQ's and Transports cannot attack
- Land and Air units cannot defend against Naval bombardments
- Submarines cannot defend from Air attacks
- Land, Air units, and Strategic Resources cannot defend from Rocket attacks
- Only Cities, Ports and Fortifications can defend from Naval bombardments while all other Strategic Resources cannot.

A unit's **strength** can also be replenished at any time thru reinforcement, although some restrictions will apply if a unit has overreached its supply source. The following Table covers the **reinforcement** penalties for these conditions:

UNIT'S SUPPLY VALUE	ATTAINABLE STRENGTH
<= 10 and > 5	10
5	9
4	8
3	7
2	6
1	5
0	Cannot be reinforced

Note: When attempting to replenish a naval unit's strength, that particular naval unit must be in a friendly or occupied port in order to be eligible for refitting or repair.

The following formula describes the relative costs of **reinforcement** of a unit due to combat losses:

$$\text{MPP Reinforcement Cost} = \# \text{ of strength points} * \text{floor (Cost of Unit / 10)}$$

Also, due to combat losses and fresh troop replacements, **experience** is reduced each time a unit is reinforced. Please refer to the sub-section on *Experience* for further detail.

ENTRENCHMENT

In general, entrenchment increases by +1 point for each turn that a unit has been unmoved on any hex up to the maximum value assigned to that type of terrain. Please refer to the *Terrain Values* table for further details on maximum entrenchment values.

Entrenchment can only be decreased by moving the entrenched unit or from direct attack. The following table outlines entrenchment losses based upon all possible attack types:

ATTACK TYPE	ENTRENCHMENT LOSSES
Land Unit	-1 point
Air Fleet	-1 points
Strategic Bombers	-2 point
Naval Bombardment	- 1 point

Note: Only Land Units can be entrenched.

EXPERIENCE

A unit's **experience** is based upon the number of battles it has been involved in. Experience has a maximum value of 10, but it may go down whenever a unit is reinforced with fresh troops and supplies. As outlined in previous sections, strength losses require fresh troop replacements often with very little combat experience thus causing a net loss of experience for any reinforced unit. The following table outlines experience point allotments based on the various types of combat:

COMBAT TYPE	EXPERIENCE POINT ALLOTMENT
Attack	+0.2
Attack Victory	+0.5
Defence	+0.1

For HQ's, combat **experience** is dependant upon how well units under it's command perform in the field.

COMBAT TYPE FOR UNITS UNDER AN HQ'S COMMAND	HQ EXPERIENCE POINT ALLOTMENT
Attacker Losses < Defender Losses	+0.1 (Attacker's HQ) -0.1 (Defender's HQ)
Attacker Losses >= Defender Losses	+0.1 (Defender's HQ) -0.1 (Attacker's HQ)

In terms of **experience** point losses due to the reinforcement of a unit, the following formula applies:

$$\text{Experience Point Losses} = (\text{reinforcement amount} * \text{Experience}) / 10$$

III. GETTING STARTED

STARTING A NEW GAME

Once the title screen has appeared, you will notice that there are three choices available for starting a **new game** from the Main Menu:

- **NEW GAME** (Play Against The Computer)
- **NEW HOTSEAT** (2-Player Game)
- **NEW PBEM** (Play-By-Email)

Each game type will allow you to choose from a variety of scenarios and set-up options as well as the choice to play as either the Axis or Allied side. Please see the *Options* section for further detail.

When choosing to play either a **NEW HOTSEAT** or **NEW PBEM** game you will also be prompted to provide a **password** for added game security. Leaving the password field blank and selecting 'Okay' will skip this option, but this may be undesirable, as it will allow your opponent to view the details of your next turn. Also, any hotseat or play-by-email game will have its set-up options locked from changes during game play to maintain integrity.

LOADING A SAVED GAME

You can load a saved game that has been played against the computer, hotseat, or PBEM by selecting one of the following from the Main Menu:

- **LOAD SAVED GAME**
- **LOAD PBEM GAME**

There are two default storage directories included with the installation, **SAVE** and **PBEM**. If you have saved either a game played against the computer, or a hotseat game, then select the **LOAD SAVED GAME** option to resume play. If on the other hand you are playing a PBEM game, then after you have downloaded the play-by-email file and saved it to the PBEM directory, select the **LOAD PBEM GAME** to resume this game.

OPTIONS

PREFERENCES

- **Show Hex Grid** – Turn on or off the hex grid
- **Show Resource Strengths** – Hide or show resource strengths on the map. These include all cities, ports, fortifications, mines and oil production areas.
- **Sound Effects** – Turn on or off the in game sound effects
- **Disable Undo** – Handy to limit game play cheating. Option can be adjusted during regular play against the computer but will be locked in for Hotseat/PBEM games.
- **Display Last Turn Summary** – Displays a summary of major events that occurred on that last players turn. The summary is broken down into three main categories: Combat, Military, and Research and Development

RULES/VARIATIONS

- **Fog of War** – Play each turn with limited visibility of enemy units on the map. *Full* visibility is given to enemy units that are adjacent a friendly unit, *partial* visibility is given to any unit that is located within the spotting range of a friendly unit or resource, while all remaining enemy units are *hidden* from view until eventual encounter.
- **Free French Units** – Upon a French surrender, all French units located within territories controlled by the United Kingdom, or any Allied Minor country will automatically become a Free French Unit under United Kingdom's control. French naval units also have a 20% chance of becoming Free French regardless of current map position.
- **Soviet Partisans** – There will be a 15% chance of partisan activity during Axis occupation of the USSR. Partisan activity consists of the creation of partisan units somewhere behind Axis lines within the USSR. This percentage increases to 75% during winter occupation months.
- **Yugoslavian Partisans** – There will be a 15% chance of partisan activity during Axis occupation of Yugoslavia. Partisan activity consists of a partisan unit created somewhere behind Axis lines within Yugoslavia. This percentage increases to 75% during winter occupation months

- **War In Siberia** – This option assumes that the USSR is currently fighting a war in Siberia with Japan and will eliminate the historical transfer of Siberian divisions to the defence of Moscow.
- **Scorched Earth** – Any city or resource captured by the Axis within the USSR will be destroyed by fleeing Soviet forces and results in an immediate value and operational strength of 0

POLITICS

- **USA** – Set this country to play random, neutral or historical. Historical entry would be on December 7, 1941.
- **USSR** – Set this country to play as random or neutral
- **Italy** – Set this country to play as either random, neutral, or historical. Historical entry would be on June 10, 1940
- **Axis/Allied Minor** – All other historical Axis or Allied minor countries can play as either random, neutral, or historical.

CHOOSING YOUR SIDE

When playing against the computer, you will have the option to choose to play as either the Axis or Allied side. There are also options to select playing difficulty as well as a computer experience bonus that will be awarded to all opponent units.

- **Difficulty** – This setting is used to affect internal percentages such as US and USSR interest into the war, number of Soviet troops that are transferred from Siberia, Free French creation percentages, Allied tracking of Axis surface raiders in the North Atlantic and Mediterranean during FoW, plundering amounts and initial Soviet income upon it's entry into the war. Note: This setting does not influence combat formulas.
- **Experience Bonus** – This setting adjusts the experience bonus given to all opponent units. This includes existing units on the map at the beginning of a campaign as well as all subsequently purchased units by the AI.

HOTKEYS

- **N** – Select the next active unit that has not yet moved

- **G** – Toggle the hex grid on or off
- **H** – Temporarily hide all units on the map
- **→, ←, ↑, ↓** – Scroll map left, right, up or down
- **Cntrl-D** – Done
- **Cntrl-P** – Purchase Units
- **Cntrl-R** – Research
- **Cntrl-W** – War Map
- **Cntrl-O** – Options
- **Cntrl-S** – Save
- **Cntrl-Q** - Quit

IV. GAME PLAY

TURN BREAKDOWN

Calculation Phase I

- Determine resource operational efficiency
- Calculate unit supply
- Determine unit entrenchment
- Calculate unit action points
- Determine fog of war

Turn Phase (No Specific Order)

- Orders – Move, Attack, Reinforcement etc
- Politics – Declare War
- Production – Purchase Units
- Investment – Research and Development

Calculation Phase II

- Test for liberated countries
- Test for country surrender
- Test for historical dates and random joins
- Test for partisan activity
- Test for research and development (current side only)
- Calculate military production points (MPP)

MOVING UNITS

Any unit that has not been moved is considered **active** and will be displayed on the map with its lower section flashing. This applies to all land, air, and naval units and indicates that they can be moved within the limit of their action point radius. Special movement rules such as **operational movements** also apply and will be further explained in the sections below.

LAND MOVEMENT

Land unit movement is divided into three main areas: **regular movement**, **operational movement**, and **naval transport**.

REGULAR MOVEMENT

Whenever an active land unit has been selected with a left mouse click, its full movement range is highlighted on the map as shown below.



Then depending upon the current mouse position, the upper left hand corner of the screen will display the total **movement cost** including all associated terrain penalties as well as an additional action point penalty if attempting to move through two or more adjacent enemy units. Left clicking on a destination hex will complete the movement.

OPERATIONAL MOVEMENT

An operational movement for land units consists of rapid transfers via rail or other land transport from a unit's current position to any valid city or fortification. Valid destinations include only those from which an unbroken path of friendly land hexes can be followed from the selected unit to final destination. Thus, land units cannot be operationally moved over water and not while trapped somewhere behind enemy lines. Other restrictions include sufficient MPP to pay for the operational movement (10% of unit's current production cost), the unit's supply value must be ≥ 5 , and the destination city or fortification must have an operational efficiency of $\geq 50\%$ as well.

In order to operationally move a land unit you must right click on the unit and select *Operate* from the drop down menu. Left clicking on any one of the highlighted destination hexes will complete the movement.

NAVAL TRANSPORT

Naval transport consists of loading a land unit onto a transport in order to move across a body of water. In general, all land units can be transported except rocket detachments and the cost of transport is 10% of a unit's current production cost.

In order to transport a land unit, the unit must be still be active and located adjacent a friendly port with an operational efficiency $\geq 50\%$. Then by right clicking on the unit and selecting *Transport* from the drop down menu, the land unit will be replaced by a transport icon either directly on top of the port hex or right next to it. This step can then be repeated until all water hexes adjacent the friendly port have been filled up. The transported unit can then be immediately moved to within the limit of its action point radius. On your next turn, the unit can then be unloaded either into a friendly port or onto friendly or enemy territory. See the *Amphibious Landings* section under *Naval Movement* for further detail.

AIR MOVEMENT

Air unit movement is divided into two main areas: **re-basing** and **operational movement**.

RE-BASING

Since air units must be able to re-locate themselves as frontlines continuously change, they can be re-based up to the full range specified by their action points value. Unlike land units however, air unit movement is not penalized by terrain costs or enemy unit positions and can thus be re-based to any friendly hex, including those behind enemy lines or even across bodies of water.

In order to re-base an air unit, select any active air unit and then left click on one of the highlighted destination hexes to complete the movement.

OPERATIONAL MOVEMENT

An operational movement for an air unit consists of the rapid transfer of an air fleet or group of strategic bombers from one battlefield to another. Since air units are not penalized by terrain or enemy unit positions when moving, valid destinations can include any friendly city or fortification with an operational efficiency of $\geq 50\%$, regardless of

its map location. Other restrictions include sufficient MPP to pay for the movement (10% of the current production cost), as well as a supply value of ≥ 3 for the selected air unit.

In order to operationally move an air unit, right click on the unit and select *Operate* from the drop down menu. Left clicking on any one of the highlighted hexes will complete the movement.

NAVAL MOVEMENT

Naval unit movement is divided into two main areas: **regular movement** and **amphibious landings**.

REGULAR MOVEMENT

All naval units can be moved by first selecting the unit and then left clicking on any one of the highlighted destination hexes.

AMPHIBIOUS LANDINGS

A transported land unit can be unloaded in one of two ways: either in a friendly port or onto friendly or enemy territory. When choosing to unload in a friendly port you must first move the unit to the desired port hex and finish its movement. The unit will remain active however, but you will only be allowed to unload it by either left clicking on it again, or by right clicking and selecting *Unload* from the drop down menu. Left clicking on any one of the highlighted hexes will complete the movement.

The obvious advantage of unloading a transported land unit through a friendly port is that the entire sequence can be completed in a single turn. The only other option which takes two turns would be to move the transported unit next to the territory you wish to unload to and wait until the next turn to actually unload the unit. Also when unloading onto enemy territory there is a 40% chance that a **landing casualty penalty** may be incurred. The landing casualty penalty can be a loss of anywhere between 1 and 5 strength points.

COMBAT

There are three basic types of combat: **land**, **air** and **naval**. While most units can participate in both attack and defence sequences, some restrictions do apply and will be further explained in the sections below:

LAND COMBAT

A land unit can participate in two different modes of combat: **regular** or **blitz**.

REGULAR COMBAT

Regular combat is whenever a land unit has been selected to attack another unit without moving first. This can be achieved by left clicking on a unit and then moving the mouse cursor over an enemy unit until a valid target is found. Valid targets are those that are within strike range of the attacking unit. Once a valid target has been found, both the attacker and defender information is shown at the bottom of the screen as well as the expected combat losses at the top middle portion of the information bar. This can be seen below:



In general, the distance from which any unit can attack is limited to its strike range. While most land units have a strike range of 1 hex, rocket detachments can achieve greater range through research and development. See the *Research and Development* section for further detail on developing rocket technology. The only other consideration for land units is that HQ units cannot attack since they are administrative in nature. See the *Land Units* section for further detail on HQ units.

BLITZ ATTACK

A blitz attack is when a land unit first moves and then attacks an enemy unit. The same limits on strike range apply but they are calculated from the final attacking position of the land unit and not from its original position. Also whenever a unit is used to attack, in either regular or blitz attack, this finishes its movement until the next turn.

AIR COMBAT

Air combat is divided into three main areas: **interdiction, strategic bombing, escort duty and defensive activation.**

INTERDICTION

Both air fleets and strategic bombers can attack ground units as part of their regular combat capabilities. However, air units can only attack if they have not yet moved and the enemy target is located within their strike range. An attack by any air unit completes its movement for that turn.

STRATEGIC BOMBING

Both air fleets and strategic bombers can attack strategic resources including all cities, fortifications, ports, mines, and oil production areas. In general, the effects of strategic bombing can greatly reduce an opponent's ability to wage war and can thus be extremely valuable when properly executed.

Primarily, strategic bombing will reduce the operational efficiency of a strategic resource and can have the effect of rendering it almost useless for those units that depend on it for supply. Also, if a city or fortification is sufficiently damaged (operational efficiency < 50%) then it will be excluded as a valid destination for operational movement. The final benefit from strategic bombing is that it will not only immediately reduce an opponent's MPP based on the amount of damage incurred, but will also reduce the number of MPP an enemy can collect at the end of their turn. This of course can affect the production power of any country that has been effectively targeted through strategic bombing.

ESCORT DUTY

Air fleets may be automatically activated in an escort role when a strategic bomber run is likely to encounter enemy interceptors. This will happen whenever an escorting air fleet is within action point range of an attacked unit/resource and if the escorting air fleet has not yet moved with a strength value ≥ 5 . Generally, this duality makes air fleets extremely useful when properly located on the map.

DEFENSIVE ACTIVATION

Air fleets may be automatically activated in a defensive role whenever an enemy's air unit is attacking a friendly target. This will happen whenever a defending air fleet is within action point range of an attacked unit and if the defending air fleet has a strength value ≥ 5 . Generally, this duality makes air fleets extremely useful when properly located on the map.

NAVAL COMBAT

Naval combat is divided into three main areas: **regular**, **advanced strike**, and **shore bombardment**.

REGULAR COMBAT

A naval unit that attacks another naval unit within its strike range prior to moving is considered part of regular naval combat. The strike range for naval units can vary and depends on the type of unit involved. See the *Combat Target Values Table* for further detail.

ADVANCED STRIKE

An advanced strike is whenever a naval unit has moved and then attacked. This type of attack can be extremely effective since it greatly increases a naval unit's strike range with respect to its original position. Carriers for example, can often strike deep into an enemy's territory when participating in an advanced strike.

SHORE BOMBARDMENT

Shore bombardment can be commenced at any time and at any land or air unit as well as strategic resources. The shore bombardment of defensive units can be helpful in the preparation of an amphibious assault, while bombardment of strategic resources is treated the same as strategic bombing of resources by air units.

PURCHASING UNITS

Units can be purchased at any time during your turn by selecting the **PURCHASE UNITS** button from the Game Menu. While there are no restrictions on the number of units that can be purchased, purchases themselves are limited to only the major combatants including the United Kingdom, France, USA, USSR, Germany and Italy.

Once the *Purchase Unit Dialog* appears, a list of available units will be shown on the left hand side, and a breakdown of their combat benefits located in a single column on the right. Other information included is an image of the unit, its target type, as well as the cost of the currently selected unit. This is all shown in the figure below:



REINFORCING A UNIT

A unit can only be reinforced if there is sufficient MPP available, if it has not yet moved, and it's current supply value allows for an increase in strength.

In order to reinforce a unit, right click on the unit and select *Reinforce* from the drop down menu.

RENAMING A UNIT

In order to rename a unit, right click on the unit and select *Rename* from the drop down menu.

DISBANDING A UNIT

Units were often disbanded when they were no longer deemed necessary and military funds would be better allocated to other areas. Any unit that is disbanded results in the immediate recovery of MPP, and is based upon a unit's supply

Recovered MPP = 5% unit's cost * greatest value of unit's supply or strength

To avoid abuse of the disband feature, only land and air units can be disbanded and they must have a supply value > 0 and no enemy units next to them.

In order to disband a unit, right click on the unit and select *Disband* from the drop down menu.

CONDUCTING RESEARCH

Research can be conducted at any time during game play by selecting the **RESEARCH** button from the Game Menu. Only the major combatants can conduct their own research and development, and any benefits achieved will immediately update all relative units on the map.

RESEARCH



Available = 440 MPP

ALLOCATE RESEARCH POINTS

Anti-Tank Weapons	0	1 (5)	Sonar	0	0 (5)
Heavy Tanks	0	3 (5)	Advanced Subs	0	0 (5)
Anti-Aircraft Radar	0	0 (5)	Gun Laying Radar	0	0 (5)
Long Range Aircraft	0	0 (5)	Rockets	0	2 (5)
Jet Aircraft	0	1 (5)	Industrial Technology	0	3 (5)
Heavy Bombers	0	0 (5)			

INVESTMENT POOL

Total Allocated Research = 0 Points
Total Research Funding = 0 MPP

PURCHASE

RECLAIM

TABLE

OK

For more information on the benefits and costs of research and development, please see the *Research and Development* section.

DECLARING WAR

Whenever you declare war on another country, that country will automatically join your opponent's side. While you may benefit from the combat experience and plundered resources, there may be a political price to pay with respect to major neutral countries such as Italy, the US or even the USSR. For more detail on political costs, please refer to the *Politics* section.

In order to declare war on another country you must first select the **WAR MAP** button from the Game Menu. This will display a map of the entire European Theater outlining the current Axis and Allied alliances as well as the remaining neutral countries.

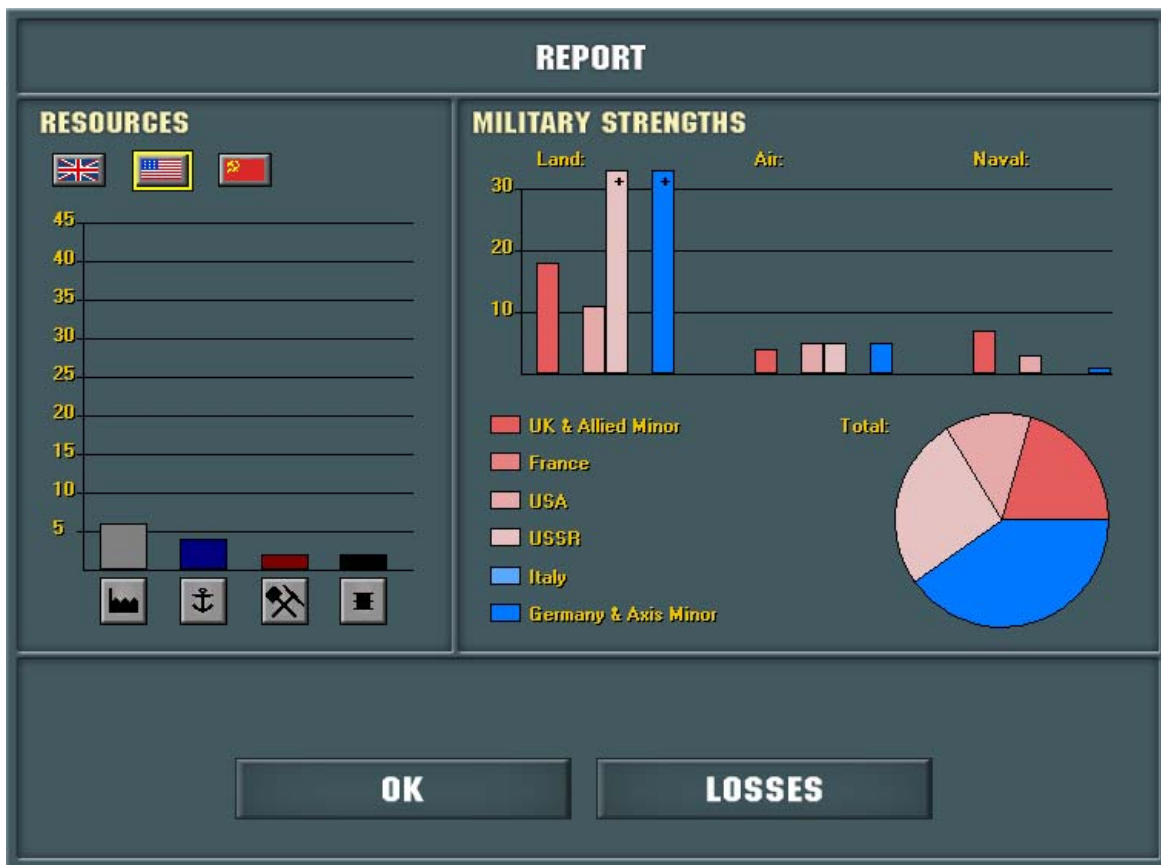


You can then declare war by left clicking on a neutral country's flag and selecting the **DECLARE WAR** button. You will now be at war with this country and be able to cross their border and attack their defences. Note: Declarations of war may have an impact on

other Major countries as the lower table in the War Map indicates. For further detail please refer to the *Politics* section.

INTELLIGENCE REPORTS

Intelligence reports can be retrieved at any time by selecting the **REPORT** button from the Game Menu. The following is an example of how the *Report Window* may appear in the game:



The bar graphs on the left hand side indicate the number of resources currently controlled by all major countries on your side, and on the right half of the window the bar and pie graphs reveal current strengths with respect to all land, air and naval units on the map.

Overall losses can also be shown by selecting the **Losses** button and will appear as follows:



ENDING A TURN

A turn can be ended at any time by selecting **DONE** from the Game Menu. If playing a PBEM game you will be asked to provide or select a name to save the game as and then you will be returned to the Main Menu. All other games will proceed to your opponents turn.

SAVING

A game can be saved at any time by selecting **SAVE** from the Game Menu. Once selected you will be asked to provide or select a name to save the game as. As a backup precaution, all games are also auto saved at the beginning of each turn in a file called 'autosave.sav'.

QUITTING THE GAME

In order to quit the game select **QUIT** from the Game Menu.

V. SPECIAL RULES

VICHY FRANCE

If France surrenders then a Vichy France state is automatically created encompassing southern France as well as its former North African and Middle Eastern territories. The state of Vichy France is then considered neutral and will remain as such unless attacked by either the Axis or Allied sides.

MOVING CAPITALS

This rule applies to the United Kingdom, the USSR as well as Vichy France. In the first case if London is captured by the Axis then the UK government will attempt a move to Manchester if it is still available. In the second case, if Moscow is captured then the USSR government will attempt to move to either Sverdlovsk in the Urals or Stalingrad. For Vichy France, if the capital in Marseilles is captured then the Vichy France government will attempt a move to Algiers if this city is still under Vichy control.

SURRENDERING NATIONS

A country will only surrender if their capital has been captured and if enough of their current land forces have been destroyed. This can be beneficial for some countries to keep the fight going even if they have lost their capital and could in turn serve as a nuisance to those who were looking for a quick victory over their opponents.

Each victory over an enemy country will result in a plundering bonus. Plundering amounts vary between minors and majors and may also depend on the difficulty setting chosen when playing against the computer.

SURFACE RAIDERS

On top of their regular naval capabilities, axis subs can be used as surface raiders in either the North Atlantic or Mediterranean in order to disrupt allied shipping income. In the North Atlantic axis subs must be in range of either St. John's or Liverpool, and in the Mediterranean within range of Gibraltar, Malta and/or Alexandria. Resulting Allied MPP losses will be determined by a random value based on sub strength in the area as well as potential MPP income from these resources. The only restriction to surface raiders is that they must not be presently engaged with other allied naval units.

PRODUCTION IN OCCUPIED TERRITORY

Production in occupied territory can only be built in the occupied city and not placed in friendly hexes that surround the city as is the case in your home country.

GIBRALTAR

Normally only units friendly to the current control of Gibraltar can pass through this straight, but if an enemy force reduces the port strength of Gibraltar to zero, then subsequent enemy ships may also pass through this straight as well.

VICTORY CONDITIONS

Total victory is achieved whenever you have successfully defeated all currently activated major countries in the game. So, if for example you are playing as Axis and the only major Allied countries that are at war with you are the UK and France, and they have both subsequently surrendered to you then the game will end in your victory.

Once total victory is achieved a victory *Scorecard* will be displayed that will include points for total resources controlled, losses inflicted upon your opponent as well as an early victory bonus or late victory penalty. The *Scorecard* may look something like this:

SCORECARD	
ALLIED CONTROLLED RESOURCES	
35 Cities	
11 Mines	
6 Oil	
20 Ports	
+72	
ALLIED LOSSES	AXIS LOSSES
0 Land Units	5 Land Units
0 Air Units	1 Air Units
0 Naval Units	0 Naval Units
+6	
EARLY VICTORY BONUS	
+22	
ALLIED VICTORY RATING = +100	
OK	

VI. STRATEGY & TIPS

AXIS STRATEGY

Since the Axis side will pretty much be at an economic disadvantage for most of the war, aggressive game play, use of surface raiders, active research and development and the plundering of resources may be the only path to victory.

In Germany's first two front situation of the war *Fall Weiss*, the UK and France are positioned in the west while Poland occupies the eastern interest of Germany's war machine. Quick victory over the Poles is essential and will ensure that the Western Allies do not have enough time to mount an offensive on your western border. Sufficient build-up towards France will then be required and/or perhaps a quick series of battles over Denmark, Norway and the Low Countries to add to the MPP coffers. At this point operation *Fall Gelb* should be performed to at least eliminate the French army on the European mainland and open up the rest of Europe to potential Axis domination. An invasion of England could be attempted, or perhaps more attacks on smaller countries could be mounted as you prepare for the Russian bear. Keep an eye on the US and USSR join percentages in the War Map, and when playing safe try and avoid declaring war on countries that were traditionally neutral or at least within the Soviet sphere of influence in order to keep their interest low. By May of 1941 initial preparations should be in place for *Barbarossa* and the conquest of the USSR. Encirclements, successive victories and rapid drives to Moscow, Leningrad and Stalingrad will be vital before the Soviets are able to regroup and reorganize their defence forces. Scorched earth, supply problems, partisans, the transfer of Soviet troops from Siberia, and the eventual entry of the US armed forces will make a quick victory all the more difficult but not impossible.

ALLIED STRATEGY

The Allied side is generally in a much better situation economically than their Axis counterparts, but do suffer from smaller sized and less experienced armed forces in the early stages of the war. As a result, Allied strategy can be of a much more wait and see style doctrine where holding the line and constantly building up your forces is often all that can be done to hopefully turn the tide.

Hanging on for dear life is critical in the early years of the war. By *Fall Gelb*, France will be in a precarious fight for survival while the UK has the choice of shoring up the French defences or leaving it's units on the English island to prepare for a probable Axis invasion. Delaying the capture of Paris as well as protecting the UK navy for future defence may be more than enough to guarantee long-term survival. Prior to US and USSR involvement, the UK should actively protect resource rich areas such as the

Middle Eastern oilfields in Iraq from Axis expansionism. Even defending a neutral area that does not add to your own MPP income can be beneficial as it denies these resources to your enemy as well. Once the USSR gets involved, using the scorched earth defensive strategy is a very effective way to prolong the battle for Mother Russia. Keeping a minimal defence on the front lines and pulling back the bulk of your forces to defensive positions deep in Russia and behind river hexes may cause your Axis opponent to overrun their supply and grind their offensive to a minimal pace. This may at first seem to be a risky strategy, but does allow for a masterful counterstroke as opposed to constantly taking losses in a perpetually defensive posture. US involvement allows for more of an active role in the west as your combined UK and US forces can occupy Axis attention in either North Africa, Italy, or perhaps a quick drive through France. Bombing campaigns from England and persistent threatening postures in the aforementioned theatres can often be more than enough to distract Axis forces from Russia and take some of the pressure off the USSR. A combination of these tactics can often snatch victory from the jaws of defeat.

GENERAL TIPS

Probably the most important tip is effective use of HQ's. HQ's can make or break an offensive or defensive situation. HQ's not only add readiness and combat morale bonus to units under their command but can also influence supply and ultimately combat outcomes as seen in the *Unit Formulas* section. Other tips include keeping an eye on the War Map join percentages when playing in random mode as well as experimenting with Research and Development. Different strategies warrant different forms of R&D so some might be better suited than others depending on the needs of your war machine.

VII. CAMPAIGN EDITOR

CREATING A NEW CAMPAIGN

Once the Campaign Editor has fully loaded you will be able to create a new campaign by selecting *File -> New Campaign* from the main menu bar at the top left of the screen. This will initialize a blank campaign template from where you will be able to edit parameters including currently active countries, research, controlled territory, number of units, unit characteristics such as entrenchment levels and so on.

OPENING AN EXISTING CAMPAIGN

In order to open an existing campaign, select *File -> Open Campaign* from the main menu bar at the top left of the screen. This will open a dialog window that references your current campaign selections from the *Campaign* folder. You may also open the original campaigns that come with the Strategic Command package, but any standard in-game campaigns will be overwritten and flagged as custom unless otherwise renamed when saving.

Caution: In order to preserve the standard in-game campaigns, please back these files up in a safe location on your system, or use custom campaign names to protect these original files.

SAVING CAMPAIGNS

There are two options to save a campaign using the editor, *File -> Save* or *File -> Save As*. Using the first one will save the campaign with the current file name, while the second option allows you to rename the file prior to saving.

ACTIVATING COUNTRIES

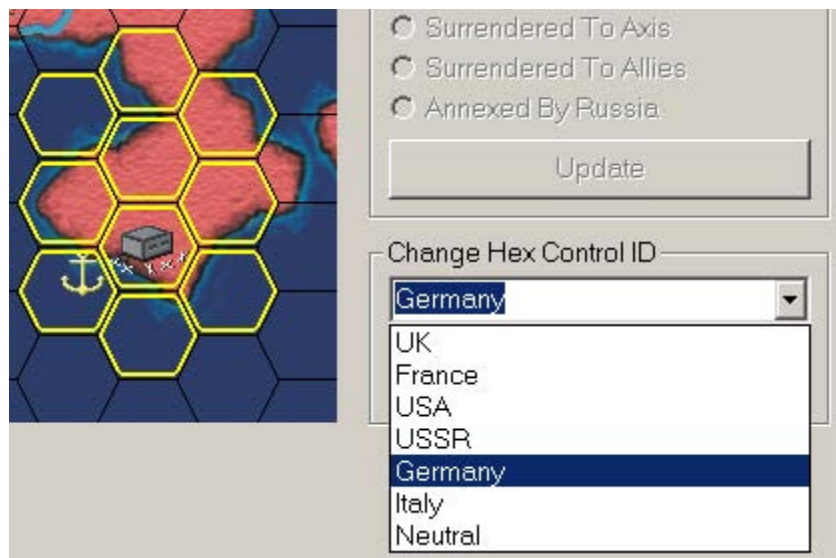
To activate a country in the campaign editor, select the country you wish to activate in the *Activate Countries* drop down list and then select any one of the available options for it's activation status. Clicking on the *Update* button will complete this action.

Activated countries will then be shown on the map as either having 'Joined' or 'Surrendered' with the exception of the Baltic States since it also has the option of being activated by 'Annexation'. If the 'Joined' option has been selected then the country will

appear on the map with a military force comparable to what it would have had around September 1, 1939. To edit the number of units or specific unit characteristics such as strength, or name etc., please refer to the *Adding Units* and *Editing Units* sections explained further below.

CHANGING HEX CONTROL

In order to change hex control on the map, left click any hex(es) that you wish to change and then select the new control ID by choosing a major country in the *Change Hex Control ID* drop down list. Clicking on the *Update* button will complete this action.



ADDING UNITS

In order to add units to the map you must first click on the *Add Unit* button. A small dialog window will appear that will allow you to select new units from one of the six major Axis or Allied countries. Once you've clicked OK, the dialog window will be hidden from view and you must then left click on the map for the desired placement position to complete the addition. Right clicking will cancel the action. Note: The selection of units must be made from a country that is currently activated.

SETTING UP RESEARCH LEVELS

Changing the research levels for the current campaign can be done by clicking on the *Set Up Research Levels* button.

EDITING CAMPAIGN DATA

By clicking on the *Edit Campaign Data* button you will be able to edit the campaign description text, start date, side that starts, initial join percentages for Italy, the US and USSR, toggle the flag for the transfer of the Siberian Army as well as edit the initial MPP's for the six major Axis and Allied combatants.

EDITING UNITS

In order to move, delete, rename or set the strength/entrenchment/experience of a unit, simply right click on the unit and then select the appropriate option.

LIMITATIONS

All campaigns must have a start date that is greater than September 1, 1939 and less than May 7, 1946. In addition, due to internal game mechanics each of Poland, England, France and Germany must be activated as either 'Joined' or 'Surrendered'.

VIII. TROUBLESHOOTING

INSTALLATION ISSUES

Problem: Setup halts part way through the install process. May indicate a problem reading a specific file or resource.

Cause/Solution: Could be a dirty or scratched CD. Advise to do the following: Use some rubbing alcohol and dilute it with water (about a capful total) Dip a cotton swab into the solution and then gently rub the soaked swab across the shiny surface of the CD. Be sure to work any area that show smudges or scratches. Let the CD air-dry. Reinsert the CD and try to reinstall. You can also use any aftermarket CD Cleaning kit or cleaning system to do the above.

VIDEO ISSUES

Problem: The game seems to run at a very low refresh rate causing my monitor to whine or flicker more than I am used to.

Cause/Solution: Initially SC was designed to run at the highest refresh rate possible at a resolution of 1024x768 on your system, but it was found that some computers were inaccurately reporting what refresh rates were properly supported at this resolution. This most often occurred with systems that did not have a proper monitor driver installed and were using the Windows default monitor driver. In this case, higher than supported refresh rates were reported supported by the video card that the monitor could not handle resulting in blacked out screens and most often in undesirable rebooting.

If you know that your are sure that your system has the proper drivers installed and can handle the highest refresh rates reported at 1024x768 then you will be able to run at this refresh rate by editing the 'SC.ini' file and changing the line *high refresh = 0*, to read *high refresh = 1*. In order to edit this file simply navigate to your SC installation folder and right click and select *Open* on the file named 'SC.ini'.

Problem: When I quit the game, my desktop icons are no longer in their original locations.

Cause/Solution: SC is designed to run at a 1024x768 resolution and if your system is currently set at a higher or lower resolution it may cause your desktop icons to become partially rearranged. This is a problem with the Windows system not properly saving the current desktop setup when switching from one resolution to another and there are a

number of third party utilities that work around this problem. One such utility is called 12Ghosts SaveLayout and is available at: <http://www.12ghosts.com/ghosts/sl.htm>.

Problem: When I click on the War Map, the game either freezes or the War Map graphics appear corrupted.

Cause/Solution: This has been identified as a video driver bug that does not properly support the standard Windows Stretch_Blt() function. Try downloading the latest video driver or contacting your video card manufacturer.

SOUND ISSUES

Problem: The game loads properly and even plays the introduction music, but appears to freeze as soon as I click on any button in the Main Menu.

Cause/Solution: SC uses a standard Windows multimedia capability known as MCI. It was hoped that this would ensure seamless compatibility between all systems and guarantee no sound issues, unfortunately this has not been the case. What is happening here is that your sound card is not supporting asynchronous wav playback under MCI and is actually waiting for the introduction music to finish playing before it can play the button click wave file. To work around this issue please try either of the following:

#1 Try downloading the latest sound drivers for your card to see if this resolves the issue of asynchronous wav playback for MCI devices

#2 Edit the 'SC.ini' file located in your installation directory and change the line that reads *sound interrupt = 0* to *sound interrupt = 1*. This will enforce sound interruption for the game and will resolve the issue. In order to edit this file simply navigate to your SC installation folder and then right click and select *Open* on the file named 'SC.ini'.

IX. TABLES

ABBREVIATIONS

TT	Target Type
S	Spotting
TA	Tank Attack
AA	Air Attack
NA	Naval Attack
RA	Strategic Attack
TD	Tank Defence
SD	Soft Defence
AD	Air Defence
ND	Naval Defence
AP	Action Points
SR	Strike Range
MC	Movement Cost
TDB	Tank Defence Bonus
SDB	Soft Defence Bonus
ADB	Air Defence Bonus
NDB	Naval Defence Bonus
ME	Maximum Entrenchment

COMBAT TARGET VALUES

	TT	S	TA	SA	AA	NA	RA	TD	SD	AD	ND	AP	SR
HQ	Soft	2	0	0	0	0	0	0	0	0	0	2	0
Corps	Soft	2	2	2	4	3	0	1	1	1	0	4	1
Army	Soft	2	4	4	8	6	0	2	2	2	0	3	1
Rocket Detachment	Soft	1	1	1	1	1	1	0	0	0	0	2	1

	TT	S	TA	SA	AA	NA	RA	TD	SD	AD	ND	AP	SR
Tank Group	Tank	2	5	4	8	2	0	5	4	3	0	5	1

	TT	S	TA	SA	AA	NA	RA	TD	SD	AD	ND	AP	SR
Air Fleet	Air	5	2	2	3	4	2	0	0	3	2	5	6
Strategic Bombers	Air	6	1	1	1	5	3	0	0	1	0	6	8

	<i>TT</i>	<i>S</i>	<i>TA</i>	<i>SA</i>	<i>AA</i>	<i>NA</i>	<i>RA</i>	<i>TD</i>	<i>SD</i>	<i>AD</i>	<i>ND</i>	<i>AP</i>	<i>SR</i>
Battleship	Naval	2	1	1	1	4	2	0	0	2	3	8	1
Cruiser	Naval	2	1	1	1	3	1	0	0	2	2	9	1
Carrier	Naval	3	1	1	1	5	2	0	0	3	5	7	3
Sub	Naval	2	0	0	0	5	0	0	0	0	0	6	1
Transport	Naval	1	0	0	0	0	0	0	0	0	0	10	0

	<i>TT</i>	<i>S</i>	<i>TA</i>	<i>SA</i>	<i>AA</i>	<i>NA</i>	<i>RA</i>	<i>TD</i>	<i>SD</i>	<i>AD</i>	<i>ND</i>	<i>AP</i>	<i>SR</i>
Mine	Strategic	1	0	0	0	0	0	0	0	0	0	0	0
Oil	Strategic	1	0	0	0	0	0	0	0	0	0	0	0
Port	Strategic	1	0	0	0	0	0	0	0	1	2	0	0
City	Strategic	1	0	0	0	0	0	0	0	2	2	0	0
Fortification	Strategic	1	0	0	0	0	0	0	0	2	2	0	0
Capital	Strategic	1	0	0	0	0	0	0	0	2	2	0	0

TERRAIN VALUES

	<i>MC</i>	<i>TDB</i>	<i>SDB</i>	<i>ADB</i>	<i>NDB</i>	<i>ME</i>
Clear	1	0	0	0	0	2
Forest	1	1	1	1	1	2
Marsh	2	2	2	0	0	0
Mountain	2	4	2	2	2	4
River	1	0	0	0	0	0
Mine	1	0	1	0	0	2
Oil	1	0	1	1	0	2
Port	1	0	0	2	2	0
City	1	2	1	1	1	4
Fortification	1	4	2	4	6	8
Capital	1	2	1	1	1	6

SUPPLY VALUES

LAND UNITS

IN LINE OF CONTROLLED TERRITORY	
Unit Location	Unit's Supply Value
<= 10 Action Points to HQ	HQ Supply - Shortest Distance
<= 10 Action Points to Friendly/Occupied City	City Strength - Shortest Distance
> 10 Action Points of HQ	0
> 10 Action Points of Friendly/Occupied City	0

CUT OFF FROM CONTROLLED TERRITORY	
Unit Location	Unit's Supply Value
Cut off from HQ but not Friendly/Occupied City	City Strength - Shortest Distance
Cut off from any valid City but not friendly HQ	HQ Supply - Shortest Distance
Cut off from any HQ and any valid City	0

Note: If a unit can be either supplied by an HQ or a friendly/occupied city then the greatest of the above values will be taken for a unit's supply

NAVAL UNITS

Unit Location	Unit's Supply Value
<= 10 Action Points to Friendly/Occupied Port	Port Strength - Shortest Distance
> 10 Action Points of Friendly/Occupied Port	0

Note: At the beginning of each new turn, naval units at sea maintain their last supply value – 1. The greatest value then between this and the above calculated value will be the new supply value for each naval unit.

X. TECHNICAL

HARDWARE REQUIREMENTS

MINIMUM

Pentium 166MHz, 32MB Ram
SVGA Video Card supporting 1024x768 high color (16-Bit) resolution
Windows compatible sound card
50MB Hard Disk Space
CD-ROM Drive

PREFERRED

Pentium 400Mhz, 64MB Ram
SVGA Video Card supporting 1024x768 high color (16-Bit) resolution
Windows compatible sound card
50MB Hard Disk Space
CD-ROM Drive

PLATFORM

Windows 95/98/ME/XP/2000

XI. CREDITS

GAME DESIGN AND PROGRAMMING

Hubert Cater

BETA TESTING

Steve Grammont, Jim Douglas, S. Otto Torriero, Paul Herman,
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USER MANUAL

Hubert Cater

SOUNDS

Matt Faller

ARTWORK AND GRAPHIC DESIGN

Dan Olding, Bil Hardenberger, Hubert Cater

SPECIAL THANKS

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BUILT WITH



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